

GAME BOY ADVANCE

AGB-AZEE-USA

ZONE OF THE ENDERS

TM



THE FIST OF MARS

INSTRUCTION BOOKLET



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.



WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.



WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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CONTENTS



THE PLOT.....	4
BASIC CONTROLS.....	6
STARTING THE GAME	9
GAME STAGES.....	10
TACTICAL STAGE.....	11
BATTLE STAGE	22
COMMANDS	26
INTERMISSION	30
STATUS.....	34
GAINING LEVELS.....	37
CHARACTERS.....	39
CREDITS.....	45
NOTES.....	46



THE PLOT

Foreword

This game is an action/strategy battle simulation in which the player and the computer take turns moving their units and carrying out battle strategies. In order to successfully complete the various missions the player must learn to control each unit skillfully.

The Year: 2173 A.D.

Space exploration has yielded human colonies throughout the solar system: on the Moon, Mars, and even as far as Jupiter.

The story unfolds on board the *Bonaparte III*, a migration ship on which the main character, Cage, works alongside his best friend, Ares. Just prior to arriving at Mars, its final destination, the *Bonaparte III* is involved in an accident with a mysterious Black Frame, and goes down in flames.

Led by a strange young girl who calls herself Myona, Cage embarks on *Testament*, an unregistered LEV (Laborious Extra-Orbital Vehicle), which delivers them to the surface of Mars. Upon their arrival on the red planet they are greeted not by a rescue team, but by an arrest warrant on charges of "unlawful seizure of top-secret weaponry." Confused and alone in his cell, Cage is at a loss as to what he should do.

THE PLOT



Just then, destiny intervenes and sends Cage much-needed assistance - in the form of Ares, who was believed dead in the *Bonaparte* explosion, and the Anti-Terrestrial League BIS, a Martian resistance group.

What is the "Black Frame," that brought the *Bonaparte* *III* to its fiery doom?

Who is Myona, the girl without a past?

And what is the secret hidden within the frame that aided Cage in his escape?

It is in the midst of these clouds of mystery that Cage, working together with the Resistance, begins to ponder the ethics of battle and the concept of fighting for the sake of others. What could possibly await the youth at the end of his journey?

Are hatred and revenge the only outlets for grief and sadness?

Thus, the latest chapter in the *Zone of the Enders* saga begins....

6

BASIC CONTROLS

Controls in the Dialogue Stage and Intermission

L Button

Scroll message up

Control Pad

Move cursor

START

Not used

SELECT

Not used



R Button

Quick scroll

A Button

Enter selection
Scroll message down

B Button

Cancel

BASIC CONTROLS



Controls in the Tactical Stage

L Button

Cycle through enemy units/
Switches status when pressed on
Status Screen/While in Unit List,
switch between ally and enemy lists

Control Pad

Move cursor

START

Show Radar Map

SELECT

Not used



B Button

Cancel

Display brief status report for selected unit

High-speed movement of cursor when
pressed while navigating with Control Pad

Displays topographical information about the terrain

R Button

Cycle through allied units/
Switches status when pressed
on Status Screen/While in
Unit List, switch between List
by Hit Points and List by Level

A Button

Enter selection

Show Unit Commands menu for
the unit specified with cursor

Display detailed status report
for selected unit on Standby

Show General Commands
menu when no unit is selected

Switches status when
pressed on Status Screen

Select destination square
for movement

8

BASIC CONTROLS

Controls in the Battle Stage (IAS Battle)

L Button

Toggle IAS Battle Mode ON/OFF in Data Confirmation Screen

Control Pad

Aim during IAS attack

Move player cursor during IAS evasion

START

Not used

SELECT

Not used



R Button

Toggle Anime Battle Sequences ON/OFF in Data Confirmation Screen

A Button

Strike during IAS attack

B Button

Not used

STARTING THE GAME

9

After correctly inserting the Game Pak into the Game Boy® Advance system and switching the power ON, the Title Screen will be displayed. On the Main Menu Screen, make selections by pressing up and down on the + Control Pad, and enter the selection with the A Button. Selecting “NEW GAME” will launch the Prologue. (The Prologue may be skipped by pressing START.)



NEW GAME

Start a new game from the beginning.

CONTINUE

If a Tactical Save has been made, play may be resumed from the Tactical Stage.

LOAD

Begin a previously saved game.

OPTIONS

Various game settings may be adjusted here.

10

GAME STAGES

“Zone of the Enders: The Fist of Mars” is made up of four different stages: “Dialogue,” “Strategy,” “Tactics,” and “Intermission.” With a few exceptions, most scenarios include all four stages, and must be cleared by passing through all of these steps.



1. Dialogue
Progression of scenarios begins here.



2. Strategy Stage
It is possible to see the strategic objectives before actual battle. An arrow on the map points to areas that must be cleared in order to progress to the next scenario.



3. Tactical Stage
In this stage, the player must use unit commands to execute their strategy and defeat the enemy. The map is an overhead view of the entire area, which has been divided into squares.



4. Dialogue Stage



5. Intermission
Various configurations can be set and saving and loading data can be done here.



6. Next Scenario

TACTICAL STAGE

11

In the Tactical Stage, one complete turn includes one Player Phase and one Enemy Phase. The player and the enemy take turns making moves until the battle reaches its conclusion.

New Turn

1. Player Phase

Try to defeat the enemy using unit commands such as "Attack" and "Move."

Phase Complete

2. Enemy Phase

The enemy units will make a move based on the computer's strategy. Once all units have made their moves, the phase will be completed automatically.

Turn Complete



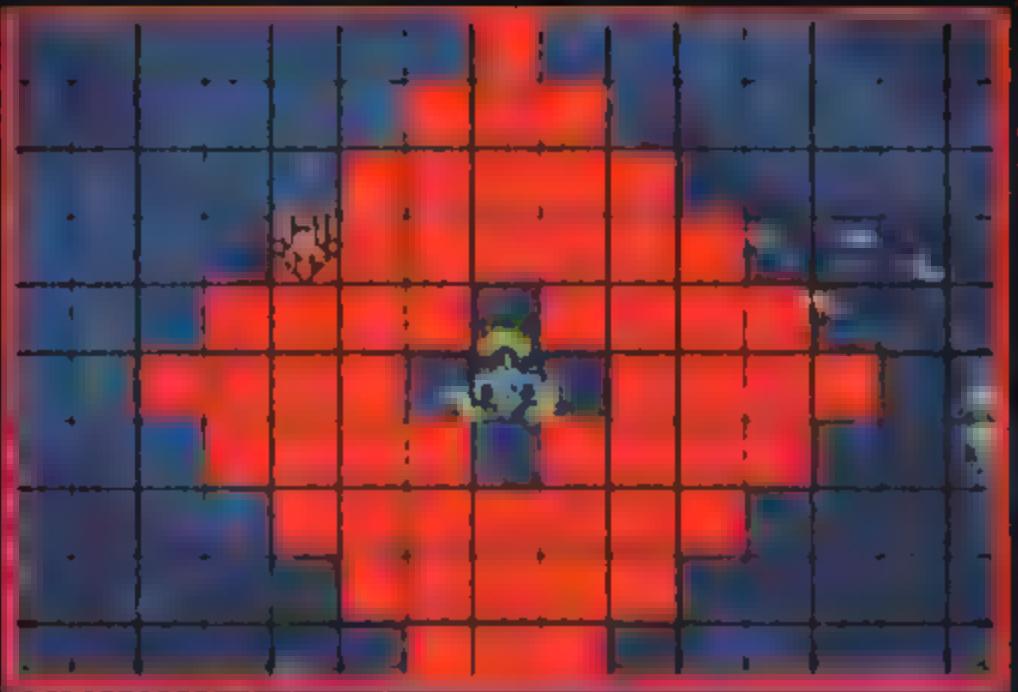
12

TACTICAL STAGE

Attack and Weaponry

There are two different methods of attack in this game: shooting and close combat. Choose your weapons and methods carefully by judging the situation accurately.

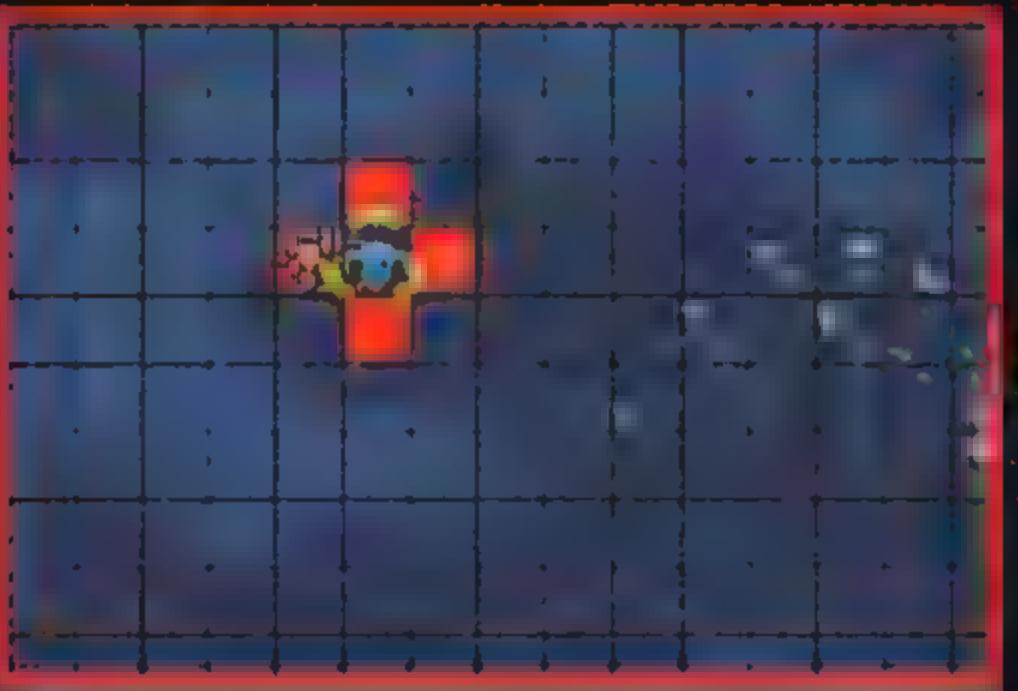
Shooting Attack



For long-range shooting of two or more squares in distance, use projectiles with long-range capabilities, such as the missiles and the beam cannons. There are shorter-range weapons, which may be used from a one-square distance.

NOTE: Attack is limited to one enemy unit at a time.

Close Combat Attack



This type of attack is used on enemies that are positioned very close together. In general, close combat can only take place between two parties separated by a maximum distance of one square.

NOTE: There are exceptions to this rule – there are some units that are able to conduct close combat from a distance of two or more squares.

TACTICAL STAGE

13

Stun Attack (Special Attack Mode within Tactical Stage)

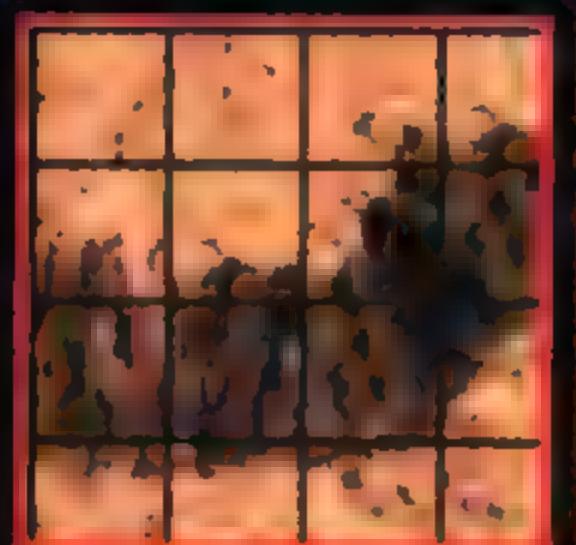


Among the weapons available in the Tactical Stage, there are weapons that possess stun capability. Sometimes, when a stun weapon successfully hits its target, the target is immobilized (unable to "Move" or "Attack") for a full turn, and its Evasion ability is decreased by 50%. The target that has suffered a Stun Attack will recuperate fully by next turn. Some units, such as the mid and end bosses, are unaffected by Stun Attacks. Additionally, making a Stun Attack on a target that has already been "stunned" will have no effect.

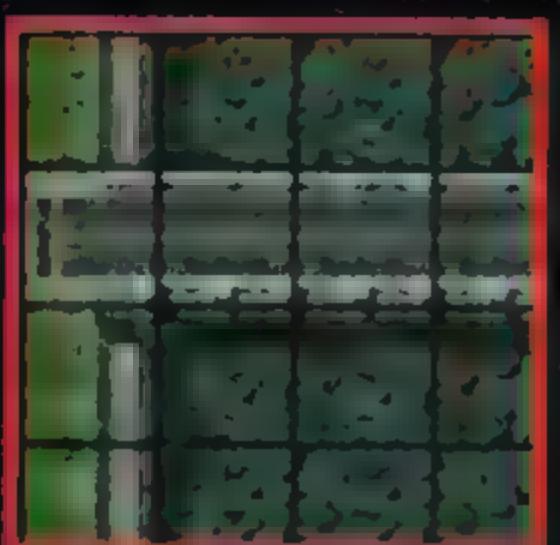
Tactical Map



Town (Within spheres)
Buildings, roads, bridges, slums, ghost towns, etc.



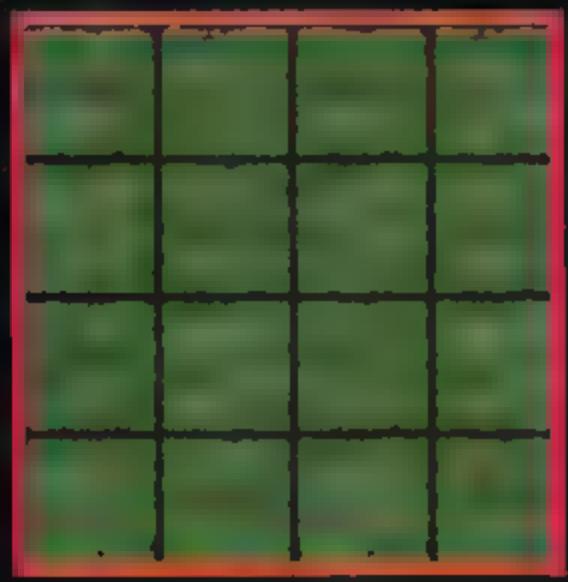
Mountain
Mountains vary in size.



River
All rivers shown are of a standard width.

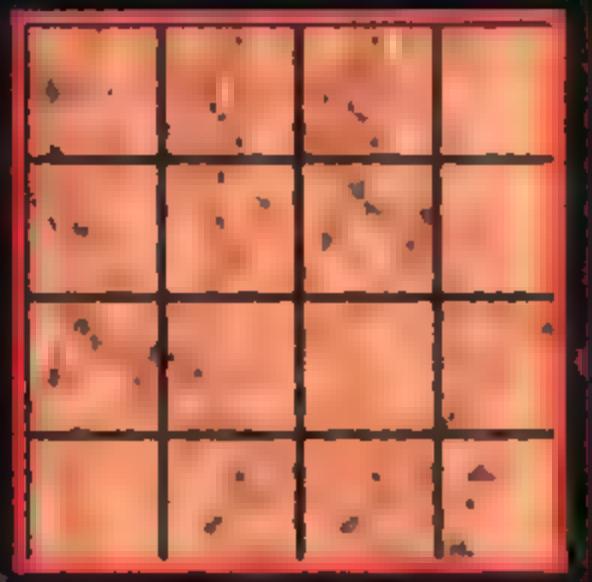
14

TACTICAL STAGE



Plains

The most common landscape on Mars.



Enemy Base

Various enemy facilities.



Special Areas

Local servers, etc.

Topographical Effects

As you will see from the Tactical Map, the topography of Mars is diverse. Depending on the geography of the area, the effectiveness of units may be affected. Airborne units are never affected by terrain or obstacles.

Mobility Adjustment

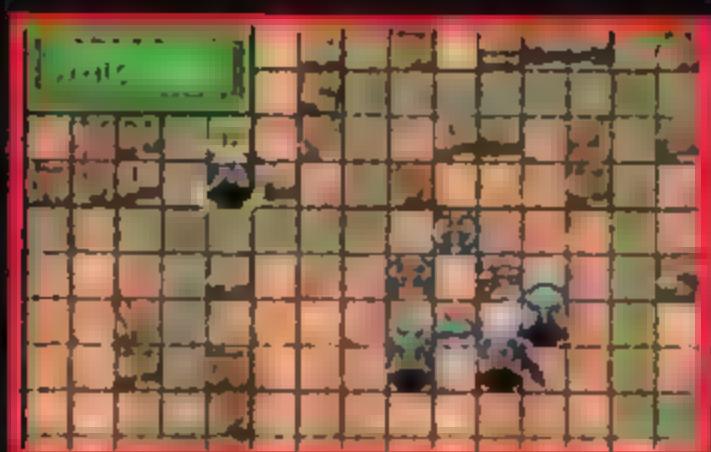
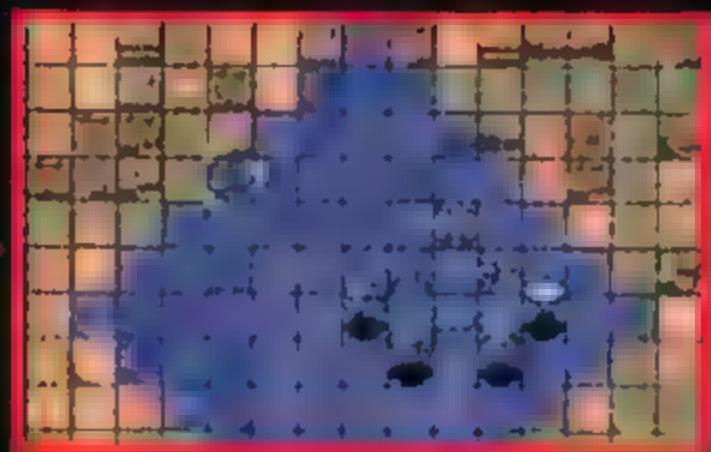
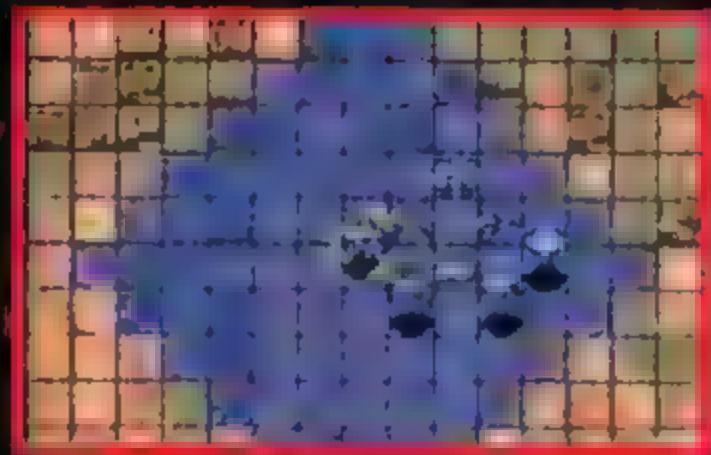
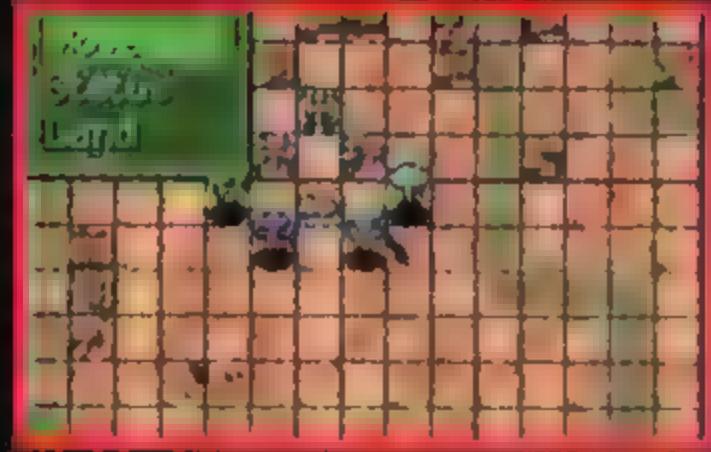
Mobility Adjustment refers to the effect of the terrain on a unit's movement. For instance, moving through mountainous regions and bodies of water requires more effort than traversing plains or roads; therefore, the distance that may be covered in harsh terrain will likely be much smaller than that of easier terrain. Airborne units are never affected by mobility adjustments triggered by terrain or obstacles.

TACTICAL STAGE

15

Unit Movement

1. Placing the map cursor on an allied unit and pressing the A Button will display a menu of Unit Commands currently available. Pressing the B Button with the cursor on the unit will display a brief status report for that unit.
2. Selecting the “Move” command will indicate the possible area of movement with blue shading.
3. In order to move to a certain point within the blue shaded area, place the cursor on the destination and press the A Button.
4. Enter the “Wait” command. If the “Attack” command is shown, it is also possible to attack after moving. Placement of units is especially important during long-range battle, in which allies should be positioned to enable coordinated attacks with minimal danger of a counterattack.

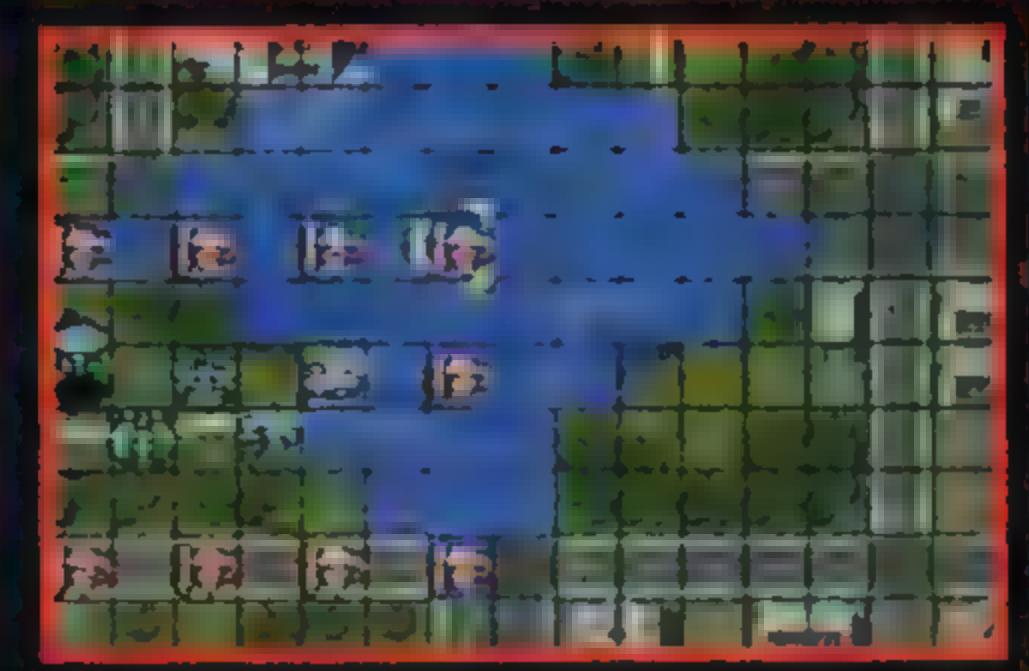


16

TACTICAL STAGE

Enemy Unit Status

By placing the cursor on the enemy unit and pressing the A Button, it is possible to see the area of possible moves for the unit (shaded in blue). Pressing the A Button again on this screen will show the unit's status; it is advisable to check this information prior to approaching an enemy, as they may be capable of a counterattack. Alternately, pressing the B Button with the cursor on the enemy unit will display a brief status report for the unit.

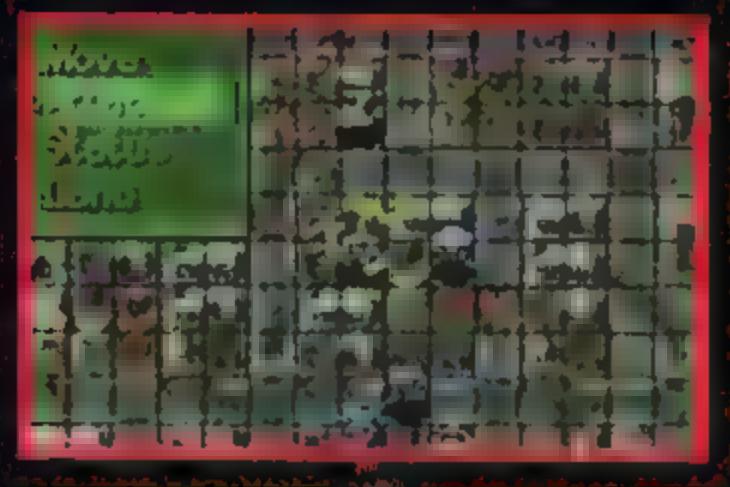


TACTICAL STAGE

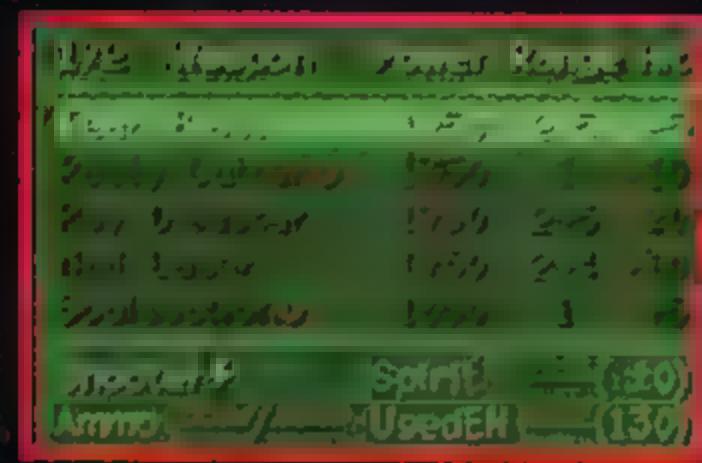
17

1. Attacking

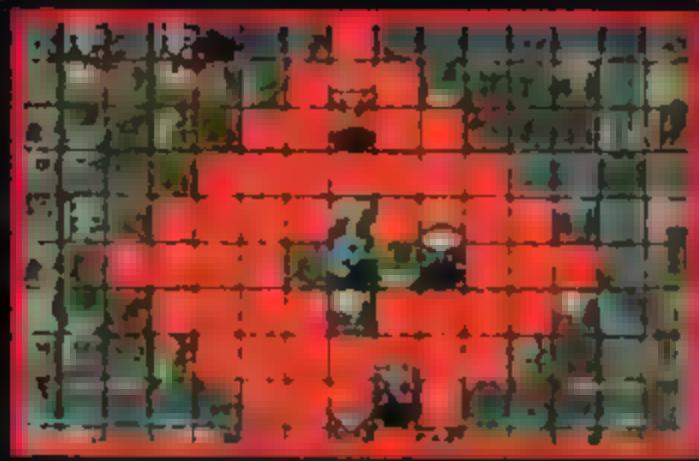
Battle is initiated by drawing close to the enemy. Battle takes place one-on-one.



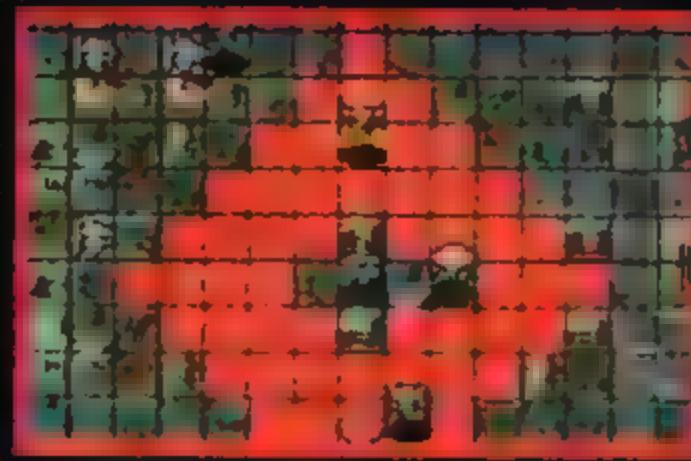
1. Place cursor on an allied unit, press the A Button to get to the Unit Command window, and select "Attack" with the A Button.



2. This will take you to the Weapons Screen, where weapons available for use are white, and those unavailable are red. Select the desired weapon.



3. With your unit as the center, the areas open to attack are shaded red on the map.



4. Place cursor on enemy unit to be attacked and press the A Button to enter the selection.

18

TACTICAL STAGE

Close Combat Attack

Move your unit next to the enemy unit in order to attack.

Long-range Attack

Provided the unit features a long-range weapon with an attack potential of two or more squares, it is possible to shoot at an enemy within attack range.

NOTE: Normally, a long-range attack is not permitted immediately following movement of the unit.

Data Confirmation

Once the attack target has been entered, status data of both the player and the enemy will appear on the screen. If the data, such as low attack accuracy, is unacceptable, then press the B Button to cancel and change to a more suitable weapon. The TIME display indicates the amount of time in IAS Battle Mode that the player has to execute an attack.

2. Player Phase

The battle will begin when the A Button is pressed from the Data Confirmation Screen. On the screen, the remaining time and the target areas will be shown; the player must attack the target within the time allotted by placing the cursor on the target with the + Control Pad, and pressing the A Button. Upon completing an attack, the player will be directed back to the Tactical Map, where damage and experience levels, as well as monetary status, will be displayed.

NOTE: Upgrade notices are also shown here.

Critical Hits

By placing the cursor on the target's weak point, it is possible to make a Critical Hit, causing massive damage.



Weak Point

Player Cursor

20

TACTICAL STAGE

3. Enemy Attack/Enemy Phase

The enemy will stage a computer-controlled attack during the Enemy Phase. Battles generally take place one-on-one, and both player and enemy data are visible on the Defense Data Confirmation Screen. The TIME display indicates the amount of time in IAS Battle Mode that the enemy has to execute an attack.

Begin Battle

Pressing the A Button will launch the enemy's attack. On the screen, the remaining time and the target areas will be shown; the player must evade these areas as much as possible within the time allotted by directing the unit with the + Control Pad. ALERT will come up on the screen if the player cursor is placed within the enemy's target area. If you are hit, or after the IAS Battle Mode time runs out, the game will return to the Tactical Map, where damage levels may be viewed.



TACTICAL STAGE



Repair/Supply

Allied units may be maintained during the Player Phase with the "Repair" command, which recuperates HP, and the "Supply" command, which re-stocks ammunition. Units going through Repair or Supply will be temporarily unable to fight.



4. Phase Complete

When the player has completed a turn, pressing the A Button on an empty Tactical Map square will display the General Command Menu. To complete the phase, select "Phase Complete," select "Yes" on the Confirmation Screen, and allow the enemy a chance to attack. By alternating turns between the player and the enemy, the scenario will eventually be cleared.



22

BATTLE STAGE

Battle Systems

In the Battle Stage, there are two different modes: "Standard Battle Mode," which uses various parameters such as Attack Power, Defense Power, Evasion, and Hits to calculate statistics such as Accuracy Rate and Damage Levels; and "IAS Battle Mode," utilizing interactive battle, which also factors in the player's control input with the battle results to arrive at a final rating.

Standard Battle Mode

The Standard Battle Mode is activated by turning OFF the IAS Battle Mode. In this mode, all parameters are set at normal levels. When the player does not have confidence in the battle skills needed, this mode is often more advantageous than the IAS Battle Mode.

IAS Battle Mode

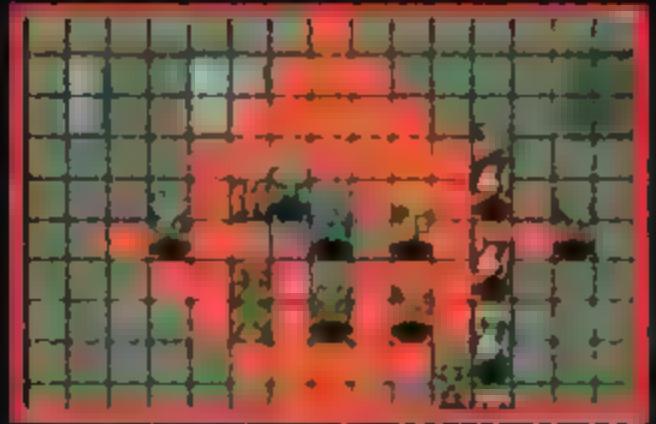
The IAS (Interactive Action System) Battle Mode is different in that the player takes a more active role in the battle scenes. Rather than watching the action, the player changes the course of the battle by making Critical Hits, rendering an enemy unable to evade, or avoiding enemy attacks. Because the IAS Battle Mode is a more involved approach to the game, the player must always be on high alert when at the Tactical Map. If you would like to play the game as a normal simulation, or do not have the time for a long battle, switch IAS Battle Mode to OFF. Turning IAS Battle Mode ON and OFF can be done prior to battle, during Intermission, and on the Tactical Map.



BATTLE STAGE



Standard Battle Mode



1. Tactical Map

Select "Attack" from the Unit Command Menu, and select a target for the attack.

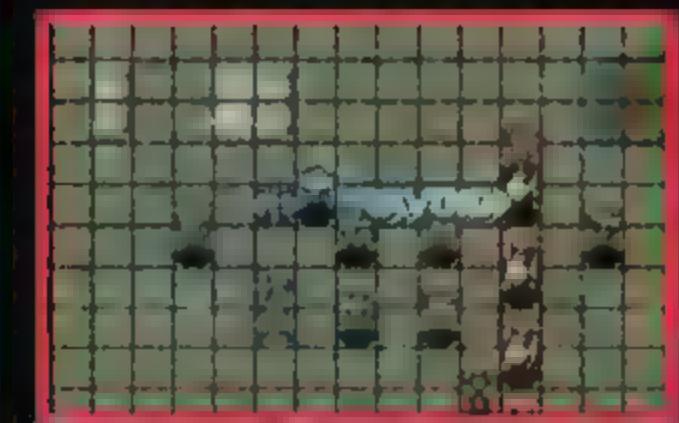
Enter Selection



2. Pre-Battle Status Data Screen

Check player and enemy status for parameters such as Level, Attack Power, Accuracy Rate, and Balancer settings.

Begin Battle



Battle Complete

4. Tactical Map

Battle results are displayed (Damage levels, Critical Condition, Stun Attacks, etc.).



3. Cut-In Battle Screen

Animated cut-scene showing the battle from the player's point of view.

Critical Hit Rate

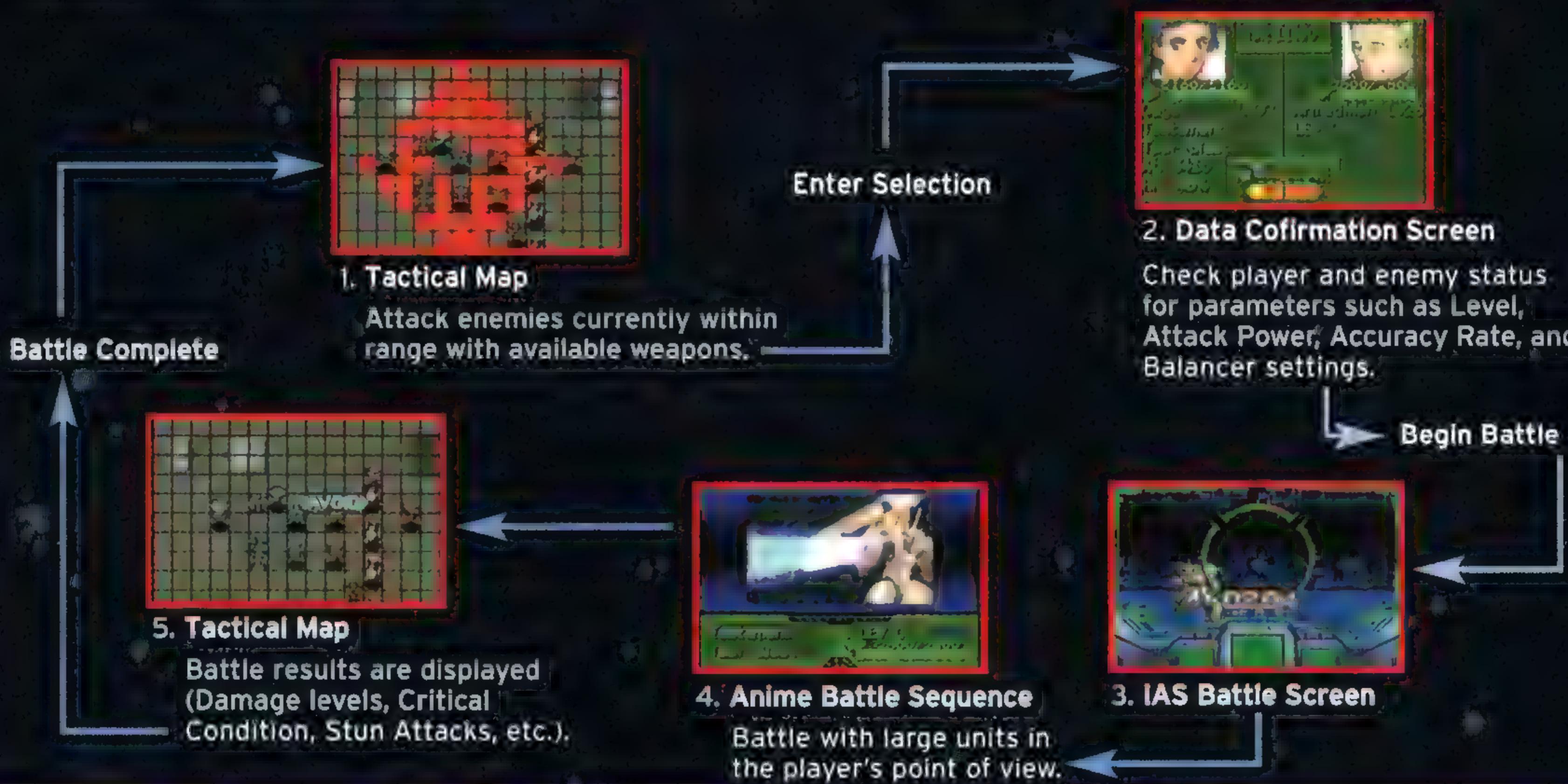
In every battle fought, there is a 1/64 chance of making a Critical Hit in Standard Battle Mode.

24

BATTLE STAGE

"Attack IAS" Progression

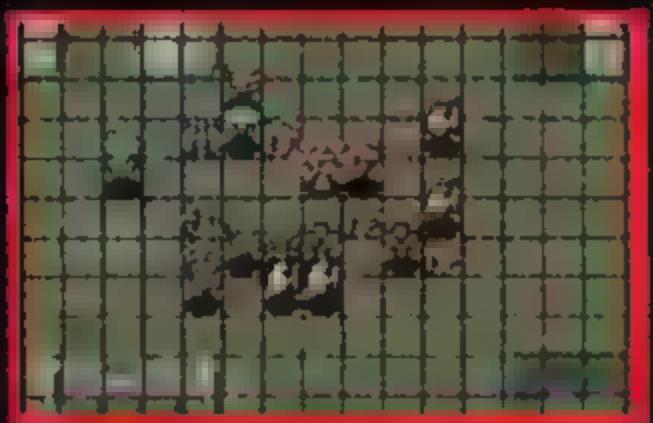
The IAS Battle Mode is divided into two categories: "Attack IAS" and "Evasion IAS." During the Player Phase, emphasis is placed on Attack Power and Accuracy; in the Enemy Phase, Defense Power and Evasion are stressed.



BATTLE STAGE

25

"Evasion IAS" Progression



1. Tactical Map

The enemy unit will select an attack based on a computer-generated strategy.

Enter Selection



2. Data Confirmation Screen

Check enemy status for parameters such as Attack Power and Accuracy Rate.

Begin Battle

Battle Complete



5. Tactical Map

Battle results are displayed (Damage levels).



4. Anime Battle Sequence

Animated cut-scene showing the battle from the player's point of view.



3. IAS Battle Screen

Commands Found On the Tactical Map

“General Commands” are system commands, related to functions like saving data. “Unit Commands” are those that are used to affect the unit’s performance within the game.

General Commands

Phase End

Complete the Player Phase and move onto the Enemy Phase.
Refer to Phase Complete on p. 21 for more information.

Unit List

A comprehensive list of the status of every individual within the party. Switch between ally and enemy lists with the L Button. Sort the list by LV or by HP with the R Button.

Goal

The basic criteria that must be met in order to clear the Tactical Map. When these aims are not fulfilled, it is GAME OVER, and, as with the case of losing all allies in battle, the game must be played over again from the beginning.

NOTE: In some cases, objectives may change during the course of a battle.

Options
Same as Intermission.



Save

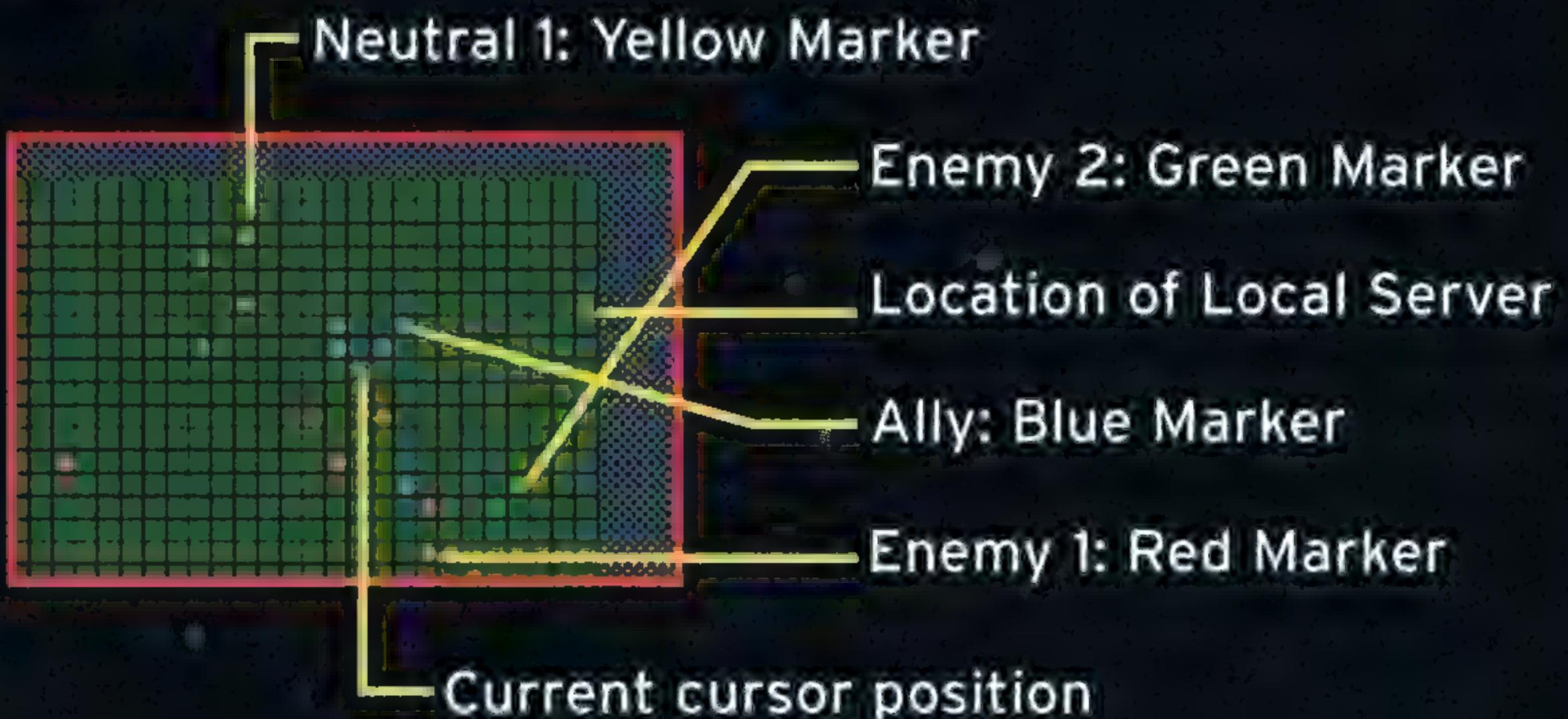
The current battle situation (ally and enemy placement, roster) may be saved on the Tactical Map. To return to the saved data and resume play from that point, select “CONTINUE” on the Title Screen. (This is not the same as saving during an Intermission.)

Manual Reset

Press START, SELECT, A Button, and B Button simultaneously to soft-reset the game manually. This will take you back to the Title Screen.

Reading the Radar Map

Press START at the Tactical Map during a Player Phase to view the Radar Map. The Radar Map is a high-tech locator tool which covers the area identical to that of the Tactical Map, revealing the placement of enemies and allies.



Retreat

The player may retreat, leaving the Tactical Map, and restart the same Map while keeping the Experience and Capital points earned earlier.

NOTE: There is no risk in retreating, but Spirit levels will be reset, and used frame parts will not be restored.

Unit Commands

Move

Movement of units (airborne or on land). Only those units that are able to move in the air or on the land can benefit from this screen.

Attack

Attack enemies with any of the weapons available for use.

NOTE: There are weapons that may be used immediately following movement.

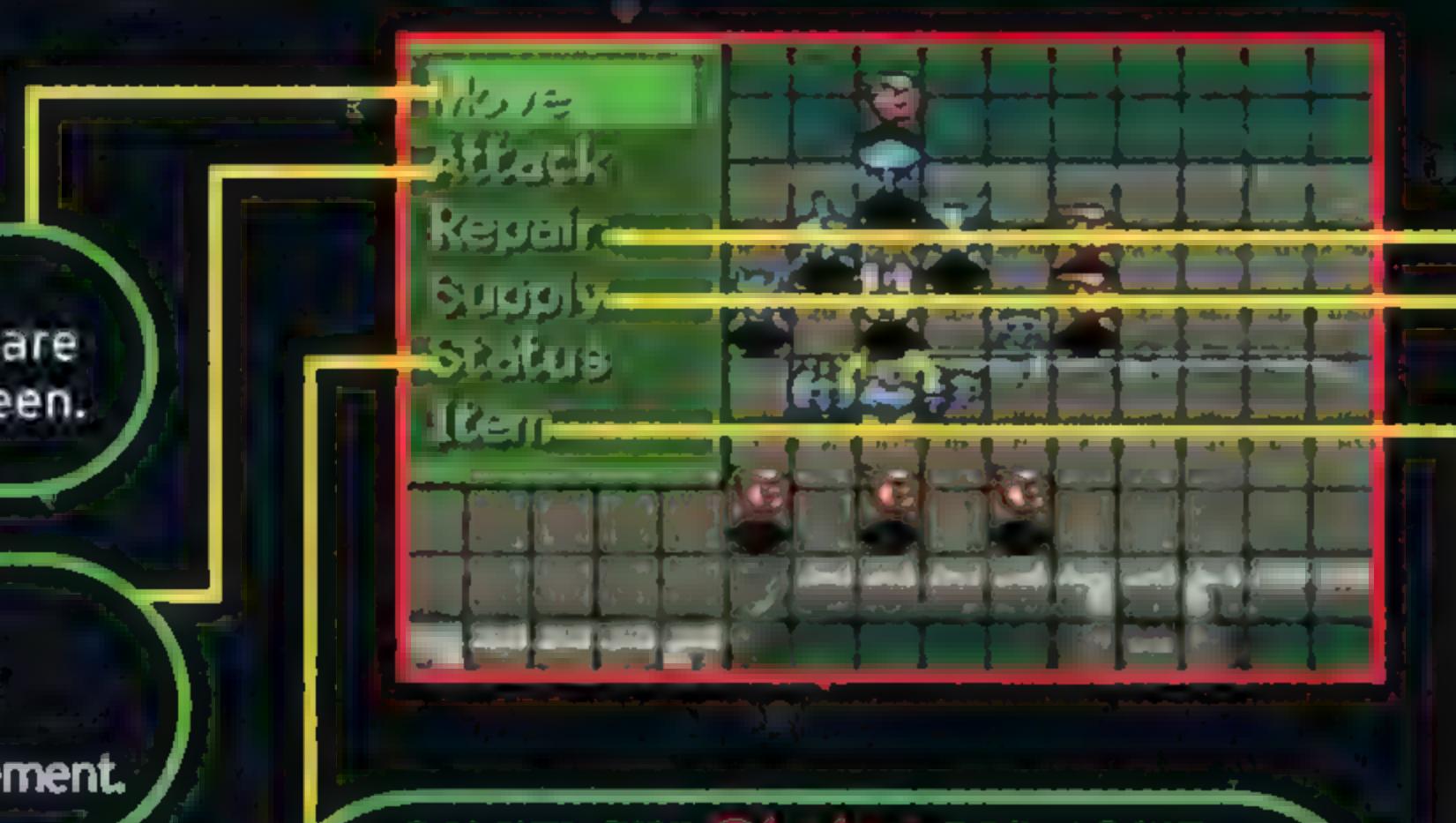
Standby

Units on Standby are inactive. Units are automatically placed on Standby after Attack, Repair, and Supply.

Air/Land

An Orbital Frame (OF)-specific command, Air/Land, allows OFs to travel in the air or on land. When OFs are in the air, they can move farther than on land, but they lose the defensive benefits of the terrain.

NOTE: Depending on the mech and the situation, other options may become available.



COMMANDS

29

Repair

This command can be used on an adjacent unit and will recover 50% of HP. Immediately after a unit is Repaired, it is not available for battle. This option is only available for units that have the Repair function.



Supply

This command will re-stock all ammunition and restore all energy for an adjacent unit. Immediately after a unit is Supplied, it is not available for battle. This option is only available for units that have the Supply function.



Item

LEVs can use any parts that have been equipped. These parts are expendable, and once they are used up, they are gone. Only those units that have the modified parts packages have this option. Parts cannot be used on other units.

Repair Kit

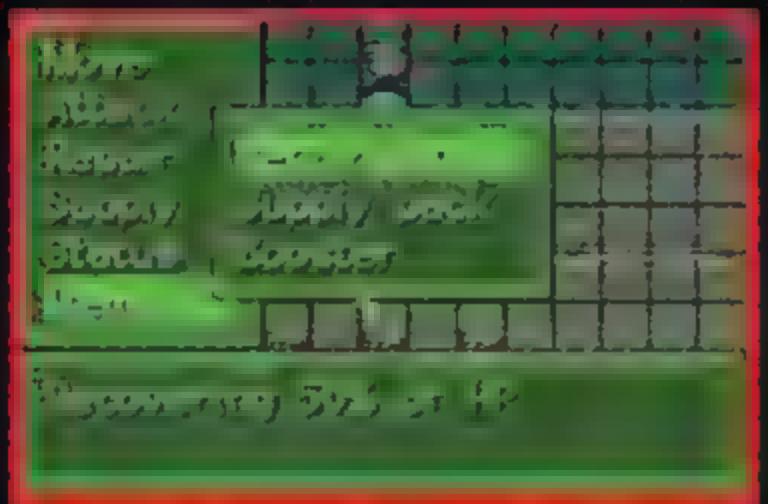
Recover 50% of HP.

Supply Pack

Replenish all energy and ammunition.

Booster

Movement distance is increased by three squares for one turn.



NOTE: After a unit undergoes Supply, its Spirit is decreased. Repair has no such effect on the unit.

30

INTERMISSION

About Intermission

Various configurations can be set and saving, and loading data can be done here. Intermission comes up after a scenario has been cleared, and is an optimal time to save data. There are seven menu items on the Intermission Screen, although some Intermission Screens may not have access to all items.

Using the Intermission Screen 1

Save

Current game data is saved to a file.

Load

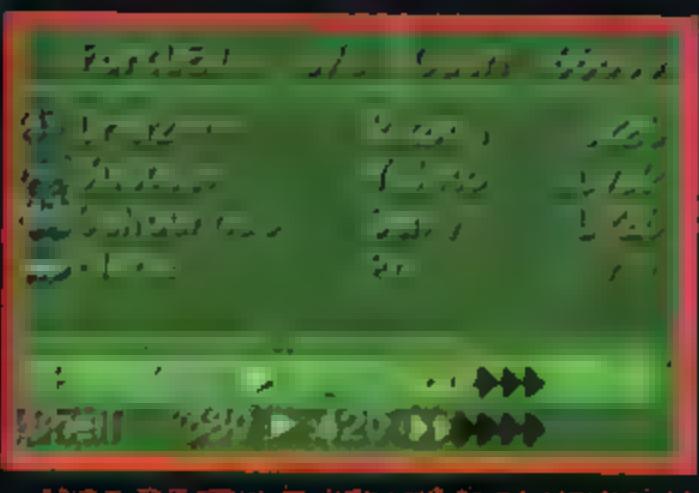
Saved game data is loaded to begin a game where the data left off.

Save
Load
Garage
Balance
Status
Options
Next Stage

SCENARIO CLEARED

Garage

Place for setting up and modifying LEVs. FortLEV (upgrade frame), FortWeap (upgrade weapons), and FortPart (add parts) commands can be selected. Upgrading HP, armor, or weapons is not free, and will use the player's Capital.



INTERMISSION

31

Balance

The pilot may customize two Balancers: One for Attack, and one for Evasion. At first, the range of these settings will be very narrow, but as the pilot's level increases, the settings will also grow in range, enabling extreme preference settings.

Balance	1/2
General	1/2
Attack Balancer	1/2
Defensive Power	1/2
Accuracy	1/2
Evasion Balancer	1/2
Attack Power	1/2
Evasion	1/2

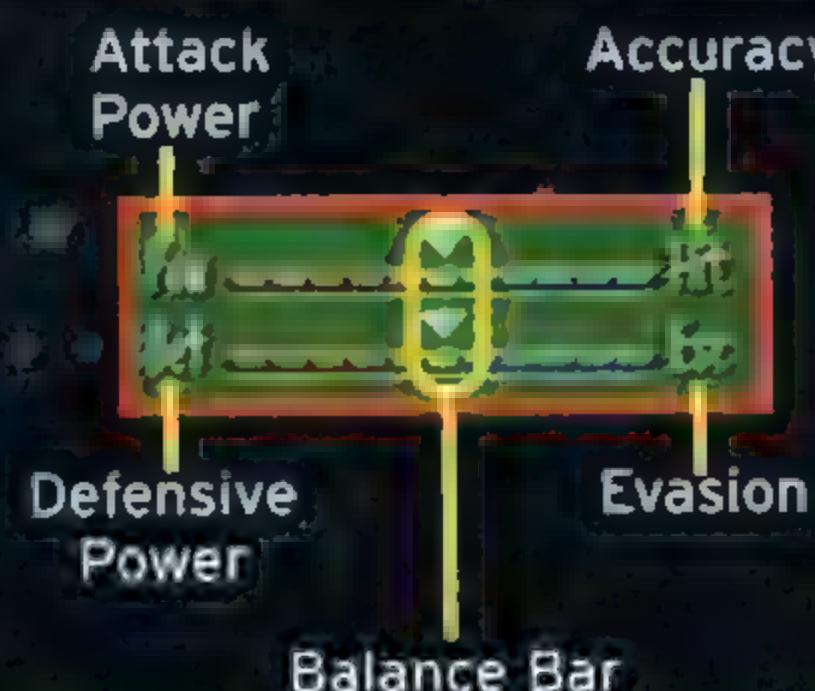
Attack Balancer

The Attack Balancer consists of a balance bar that may be positioned between the two extremes: Attack Power and Accuracy. As long as it is within the range of the Balancer, the pilot may choose how much emphasis to place on each parameter.

Evasion Balancer

The Evasion Balancer consists of a Balance Bar that may be adjusted between the two extremes: Defensive Power and Evasion. As long as it is within the range of the Balancer, the pilot may choose how much emphasis to place on each parameter.

Balance	1/2
General	1/2
Attack Balancer	1/2
Defensive Power	1/2
Accuracy	1/2
Evasion Balancer	1/2
Attack Power	1/2
Evasion	1/2



INTERMISSION

Using the Intermission Screen 2

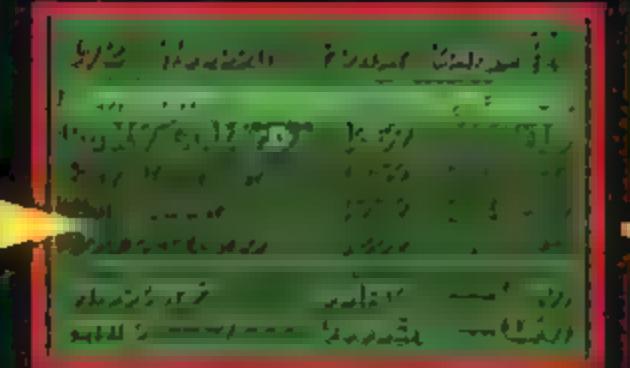
Status

This command displays the unit and pilot status. Pressing the A Button, L Button, or R Button will switch displays between Unit Status, Weapon Status, and Pilot Status.

NOTE: Refer to Status beginning on pg. 34 for more information.



Unit Status



Weapon Status



Pilot Status

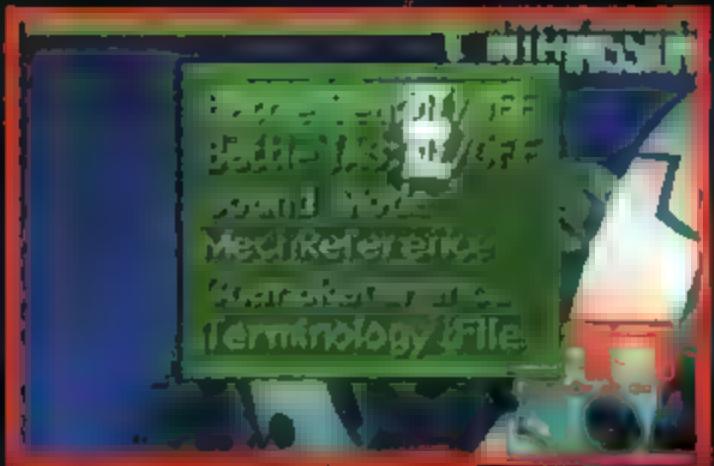


SCENES CLEARED

Next Stage

After the Intermission is completed, the game will progress to the next stage. Damage to allied units from the previous Map will be repaired before starting the next stage; however, in some special cases such as a Continued Battle Map, however, HP may not be restored.

INTERMISSION



Options

Sound and other settings, as well as Unit and Character Reference files, can be found here.

Battle Animation

ON/OFF

IAS Battle Mode

ON/OFF

Sound Mode

Listen to the soundtrack

Unit Reference

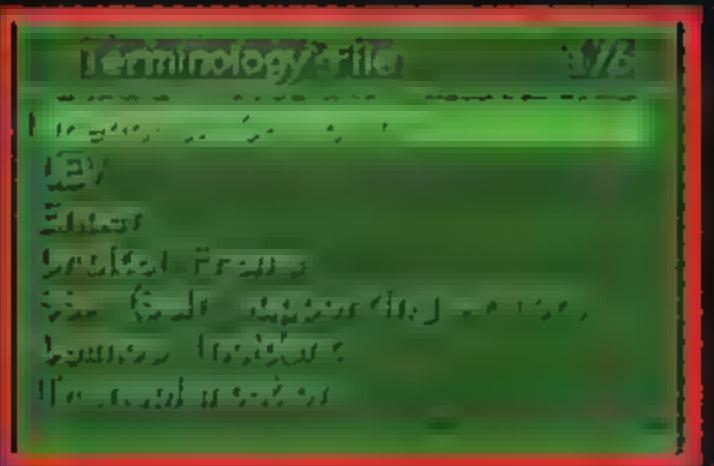
All machines that have made an appearance are filed here.

Character Reference

All characters that have made an appearance are filed here.

Basic Terminology

Basic terminology found in the world of Zone of the Enders is listed here.



It is possible to access this file when first beginning to play. Select a word and press the A Button to view an explanation of the term.

Unit Status

Move

Unit mobility is shown here. When traversing harsh terrain on land, unit mobility may be lowered.

HP

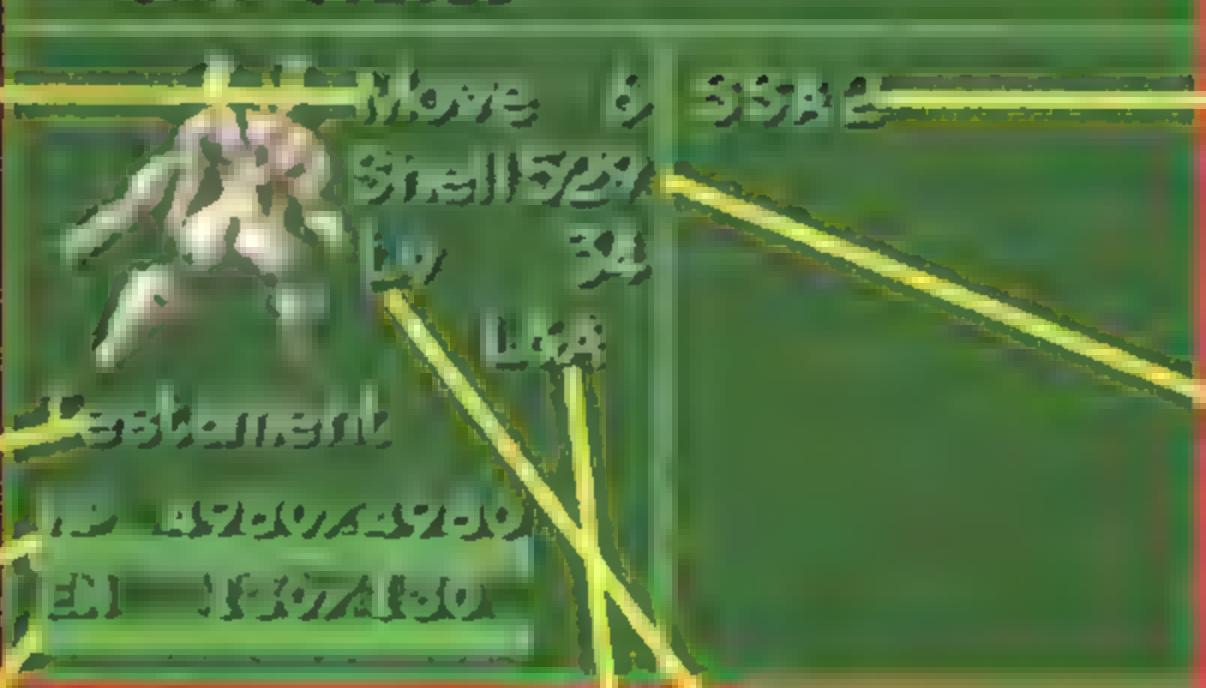
The Hit Point level for the unit. When this reading reaches "0," the unit is destroyed. HP is increased by modifying LEV HP in the Garage or by OF upgrade.

NOTE: HP may be restored by using the "Repair" command or using the "Repair Kit" part.

Name

Unit name.

Unit Status



EN

The level of energy possessed by the unit. Levels will decrease when energy-consuming activities, such as some attacks, take place. When the energy levels are low, weapons that consume large amounts of energy will be barred from use.

NOTE: Energy may be restored by using the "Supply" command or by using the "Supply Pack" part.

Special Features

All Special Features on the unit are displayed. Refer to pg. 38 for more information.

Shell

This display shows the state of the armor of the unit, influenced by factors such as damages from enemy attack. Its state may be improved by altering the LEV armor in the Garage or by increasing the level of an OF.

LV

The level of the unit (limited to the OF). The level of the OF rises together with the rise in level of the pilot. Refer to pg. 38 for more information.

Modes of Movement

Movement may take place in the air, on land, or a combination of the two.

STATUS



Weapon Status

Weapon Type

The type of the weapon - either shooting attacks or close combat - is displayed.

Stun Effect Icon

This icon is visible next to weapons that have Stun attack capabilities.

Weapon Name

This shows the name of the weapon.

Ammo

The amount of remaining ammunition is displayed here. Weapons which use a limited amount of ammunition can no longer be used once the ammunition has been exhausted.

NOTE: In the case of weapons with limited ammunition, using the "Supply" command or using the "Supply Pack" from the parts menu will replenish what has been lost.

1/2 Weapon	Power	Range	Hit
Tear Blast	1251	22	7
Rusty Cutter	1359	1	70
Ray Disaster	1751	25	32
Flail Laser	1751	24	420
Cloudswords	1851	1	52
Shredder	—	(20)	—
Hammer	—	(30)	—



Post-movement Availability Icon

This icon is visible next to weapons that are available for use immediately following movement.

Attack Power

The attack power possessed by the weapon.

Range

The distance in which the weapon is effective.

Accuracy Modifier

The accuracy rate of the weapon.

Required Spirit

The enthusiasm needed in order to operate the weapon successfully.

Used EN

The energy consumed by use of the weapon.

36

STATUS

Pilot Status

Name

Character name.

LV

The level of the character.

EXP

Accumulated experience points. Gain experience points by defeating enemies. Character level will increase after a certain amount of experience points has been obtained.

Pilot Status	
	Cage
	Level 34
	Exp 139
	Spirit 20
AtkBalance	Battle 25%
DefBalance	Shoot 20%
	Avoid 15%
	Hit 20%
	Reflex 10%

Spirit

Your pilot's enthusiasm. As the character's spirit meter rises, the amount of damage inflicted on enemies increases. Spirit can be increased by defeating enemies or through special events.

NOTE: The spirit meter will return to zero upon completion of missions; however in some cases, the spirit meter may be more or less than zero at the start of a mission.

Battle

Hand-to-hand combat ability.

Shoot

Long-range combat ability.

Avoid

Evasion ability.

Hit

Accuracy rate during combat.

Reflex

Reaction time during battle.

NOTE: In IAS combat system, this rating is reflected in the countdown timer.

NOTE: Some parameters will change as the character increases level status. These parameters are Battle, Shoot, Avoid, Hit and Reflex.

GAINING LEVELS

37

LEV Modification

It is possible to add modified parts to an existing LEV, or to use capital for upgrading HP, armor and weapons. Modifications are done in the Garage, during Intermission.

Page

Page numbers are shown in the case that weapons cannot be adequately displayed on one screen.

Weapon Name

Weapons currently available for use.

Status

All relevant information concerning the weapon is included here, including: weapon type, ammunition, required power, and EN consumption. The same details may be viewed on the Weapons Status Screen.

Fort	Wear	L/I	Cash
Handgun	660	111111	39300
Laser Sword	1170	111111	
Burn Stormer	1430	111111	
R-Blade Kick	1820	111111	
Z-1 Grenade	1850	111111	

Fighter	Spirit	EN
Ammo	1/10	2(130)

Cash

Total accumulated money.

Attack Power

Attack power possessed by displayed weapons.

Indicator

The weapon attack level is shown on a scale of 1 to 6.

In addition to weapon upgrades, there are three more ways in which an LEV may be modified.

HP Upgrade

It is possible to upgrade up to six full levels.

Shell Upgrade

It is possible to upgrade up to six full levels.

Parts

There are a maximum of three modified parts packages that may be installed onto the unit.

38

GRADING LEVELS

OF Levels

Unlike the LEV, the OF does not have the option of modifications. Instead, OFs are upgraded when the pilot's level increases. OFs become more powerful in two ways: Downloads and parameter increases.

Downloadable Abilities for OFs

Weapons	SSA1	SSA2
<ul style="list-style-type: none"> • Nail Laser • Halberd • Comet • Shock Hi-Low • Geyser • Tri-Laser 	<p>Replenishes HP by a maximum 5%</p> <p>Bullet Endure</p> <p>Increases defense against shooting attacks by 10%</p>	<p>Replenishes HP by a maximum 10%</p> <p>Energy Endure</p> <p>Increases defense against energy attacks by 10%</p>
Repair	Supply	Double Action
<p>Replenishes HP by 50%</p>	<p>Replenishes lost energy and ammunition completely</p>	<p>Allows two consecutive Player Phases in one turn</p>



Parameters Affected by OF Level Increases
Weapon Attack Power/Armor/HP

CHARACTERS



TESTAMENT



Cage Midwell

17-year-old male, blood type O.

A gentle, kind youth who works with Ares on the migration vessel Bonaparte III. He accidentally gets involved with the unknown Black Frame. Cage was born in space; he was born and raised on a migration vessel.

40

CHARACTERS

MYSTERIOUS BLACK FRAME



Myona Alderan

17-year-old female, blood type A.

A mysterious young girl who was hiding in the hangar of the Bonaparte III. She joins Cage's group after the accident with the Black Frame. Unfortunately, she lost her memory as a result of the accident.

CHARACTERS



VJAYA



Ares Enduwa

17-year-old male, blood type AB.

Youth who was working on the Bonaparte III, a migration vessel, transporting people between Earth and Mars. He is good at everything he does.

42

CHARACTERS

DREIZEHN

Razma Cascade Jr.

19-year-old male, blood type A.



CALIBURNUS

Semyl Shamblow

16-year-old female, blood type O.

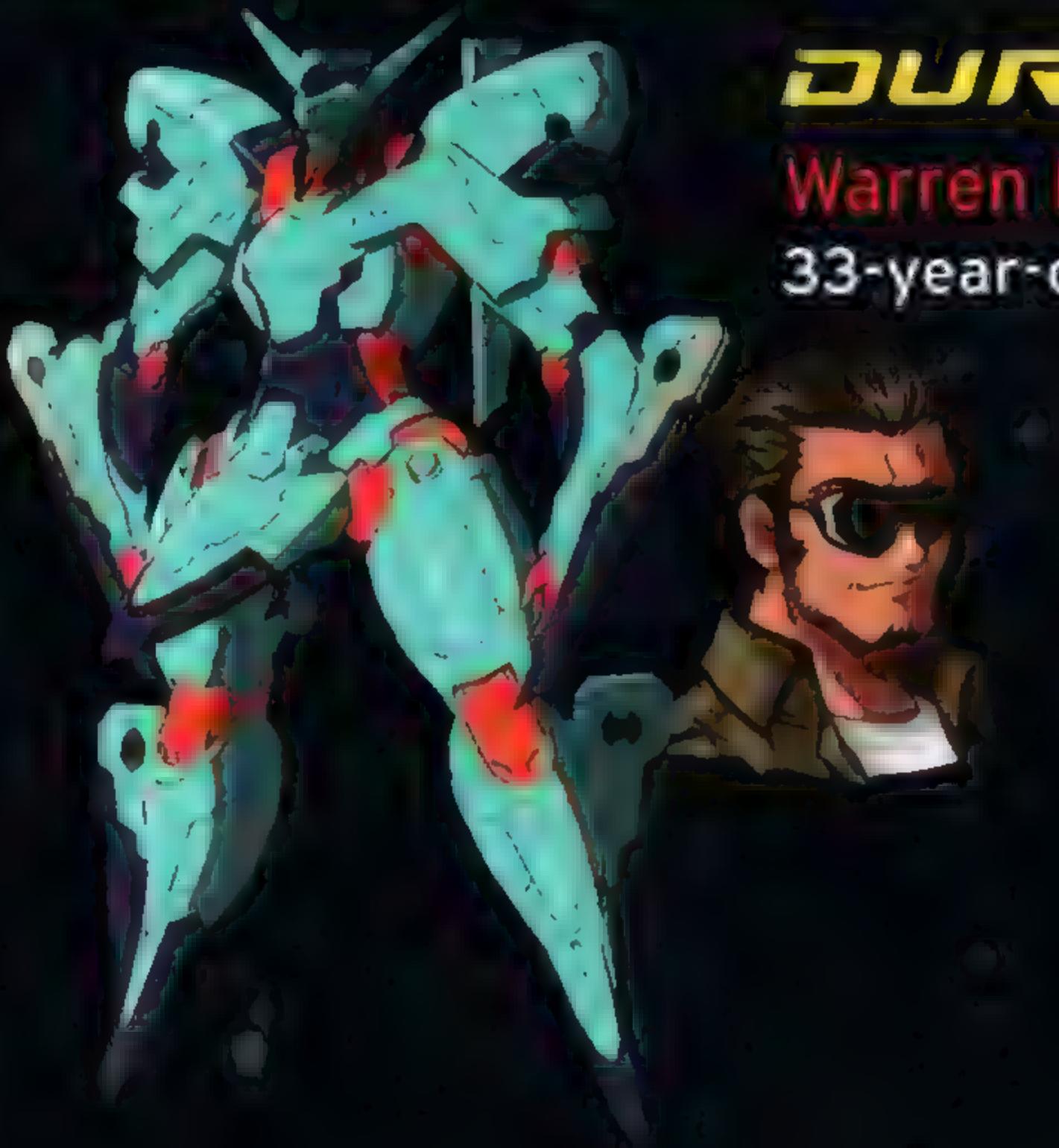
CHARACTERS

43

DURANDAL II

Warren Lumenlux

33-year-old male, blood type A.



ORCRIST

Mebius K. Lylekraft

26-year-old female, blood type B.

44

CHARACTERS



JUSTEEN

Tadamichi E. Yukito

24-year-old male, blood type AB.



BLADE

Philbright Westriverside

Warehouserock XXVI

17-year-old female, blood type AB.



EDGE

Deckson Geyse

42-year-old male, blood type O.

CREDITS



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46

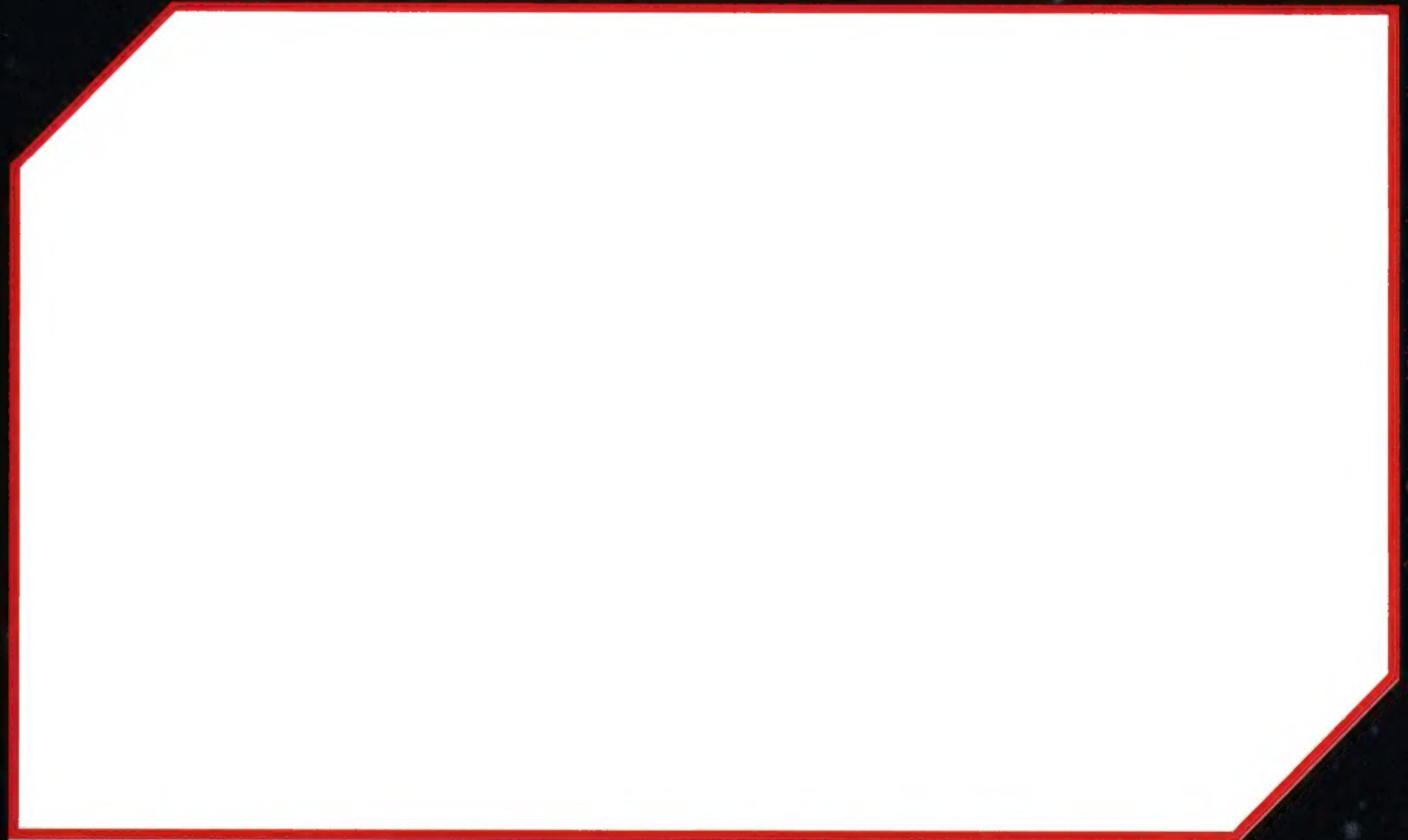
NOTES

NOTES

47

48

NOTES



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